



**MathFacts**  
*in a Flash*<sup>TM</sup>

## **Classroom Practice and Intervention Pack**



**Renaissance  
Learning**<sup>TM</sup>  
Advanced Technology for Data-Driven Schools<sup>TM</sup>

Renaissance Learning  
PO Box 8036  
Wisconsin Rapids, WI 54495-8036  
Toll-Free Phone Number: (800) 338-4204  
Local: (715) 424-3636  
Outside the US: 1.715.424.3636  
Fax: (715) 424-4242  
Email (general questions): [answers@renlearn.com](mailto:answers@renlearn.com)  
Email (technical questions): [support@renlearn.com](mailto:support@renlearn.com)  
Web Site: [www.renlearn.com](http://www.renlearn.com)

## Copyright Notice

Copyright © 2010 by Renaissance Learning, Inc. All Rights Reserved.

This publication is protected by US and international copyright laws. It is unlawful to duplicate or reproduce any copyrighted material without authorization from the copyright holder. This document may be reproduced only by staff members in schools that have a license for the MathFacts in a Flash Classroom Practice and Intervention Pack. For more information, contact Renaissance Learning, Inc., at the address above.

2Know!, AccelTest, MathFacts in a Flash, NEO, NEO 2, NEO Manager, Renaissance, Renaissance Learning, the Renaissance Learning logo, Renaissance Receiver, and Renaissance Responder are trademarks of Renaissance Learning, Inc., and its subsidiaries, registered, common law, or pending registration in the United States and in other countries.

Macintosh is a registered trademark of Apple Computer, Inc., registered in the US and other countries.

Windows is a registered trademark of Microsoft Corporation in the United States and/or other countries.

# ABOUT THE MATHFACTS IN A FLASH CLASSROOM PRACTICE AND INTERVENTION PACK

---

The MathFacts in a Flash Classroom Practice and Intervention Pack makes it easy for students to practice and improve their knowledge of addition, subtraction, multiplication, and division facts. Using hand-held Renaissance Responders, students can choose a level in one of these categories and practice or test their math facts at that level.

If you have additional questions or need more information, you can email us at [answers@renlearn.com](mailto:answers@renlearn.com). For technical support, email questions to us at [support@renlearn.com](mailto:support@renlearn.com).

## What's In the Kit?

The following items are in the MathFacts in a Flash Classroom Practice and Intervention Pack:

- A carrying case.
- A Renaissance Receiver with a connection cable.
- 24 or 32 Renaissance Responders set up specifically for MathFacts in a Flash practice.
- The *2Know! Setup and Resource Guide*, including tips for using the 2Know! Toolbar and AccelTest software as well as the Receiver and Responders. The booklet also includes a CD that you can use to install the 2Know! Toolbar software.
- Your AccelTest serial number, the *AccelTest Software Installation Guide*, and an AccelTest installation CD. For more information about the AccelTest software, refer to the *AccelTest User Manual* that is installed with the software. Please note that the MathFacts Responders do not support AccelTest's Homework and Notes features and cannot be assigned owners; for those features, use Responders from a 2Know! Classroom Response System kit.
- A Renaissance Responder poster.

Depending on the kit you have purchased, you may also receive the following:

- *The Numeracy Development and Intervention Guide*.
- *Getting Results with MathFacts in a Flash*.

- MathFacts in a Flash cards.
- Access to training and/or implementation coaching and installation support.

## About the Renaissance Responders and Renaissance Receiver



*NEO 2 laptops can also be used with MathFacts in a Flash and other programs, such as the 2Know! Toolbar and AccelTest.*

Your kit includes a Renaissance Receiver and Responders that use wireless radio frequency (RF) technology:

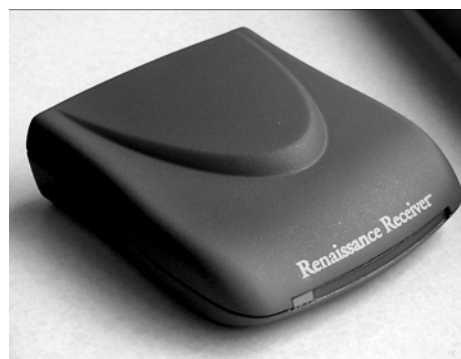
- **Renaissance Responders:** Students use the Responder to practice their addition, subtraction, multiplication, and division facts. Students also use Responders to answer questions sent by the 2Know! Toolbar or in AccelTest assignments if you are using those programs.

You don't need to do anything to set up the Responders. They are shipped with two fresh AA alkaline batteries already inside. When you have connected your Receiver, the Responders can connect to it when you turn them on.

Responders shut themselves down after 30 minutes of inactivity to prolong battery life. Any answers the student has entered are not lost.



- **Renaissance Receiver:** The Renaissance Receiver is connected to the teacher's computer. For some programs, it sends assignment information to student Responders and receives students' answers to questions. The Receiver also allows you to send information about students' MathFacts in a Flash practice on Responders to MathFacts in a Flash RP on your Renaissance Place server. The Receiver also allows you to monitor student progress on some assignments.



# INSTALLING THE SOFTWARE

---



**When you install the firmware, you are also installing the Renaissance Wireless Server Utility, which is where you will set the Receiver name and your Renaissance Place address.**

First, install the MathFacts in a Flash firmware on the computer that will have the Receiver connected:

1. Open your Web browser and go to <http://download.renlearn.com/us/>.
2. Click **Updates, Patches, and Utilities**.
3. Click **2Know! Classroom Response System - MathFacts in a Flash**.
4. Click the operating system you're using.
5. Click **2Know! Classroom Response System - MathFacts in a Flash**.
6. Click **Download Now** to download the firmware.
7. Follow the steps for your operating system:

## Windows Installation

- a. Double-click **crs-mf.exe**. The Renaissance Responder - InstallShield Wizard will open.
- b. Click **Next >** in the Welcome panel of the Wizard.
- c. Read the license agreement. (You can click **Print** to print it.) If you want to continue, click **I accept the terms in the license agreement**. Then, click **Next >**.
- d. Click **Install** to start the installation.
- e. Click **Finish** when the installation is done.

## Macintosh Installation

- a. Double-click **crs-mf.dmg**. The volume will open.
- b. Double-click **Renaissance Responder Installer**.
- c. Enter the administrator user name and password for this computer; then, click **OK**.
- d. Read the license agreement. (You can click **Print** to print it or **Save** to save it as a text file.) Click **Continue**.
- e. In the message that you see next, click **Agree** if you want to continue.
- f. Click **Install**. When the installation is complete, the Renaissance Wireless Server folder will open.



**Renaissance Responders can only communicate with one program at a time.** If you are using them with more than one program (such as AccelTest and the 2Know! Toolbar), the Receiver and Responders will recognize the program that you started first.

You can also use the MathFacts in a Flash Responder with AccelTest or the 2Know! Toolbar. If you plan to use the system with AccelTest software, refer to the *AccelTest Software Installation Guide*. If you plan to use the 2Know! Toolbar, you can install it from the 2Know! Toolbar CD in the back of the *2Know! Setup and Resource Guide* that you received. (You can also download the 2Know! Toolbar at [download.renlearn.com](http://download.renlearn.com).)

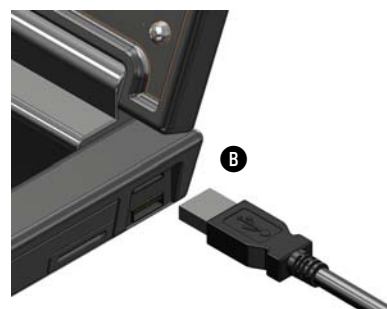
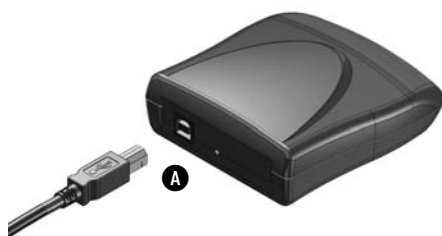
# CONNECTING THE RENAISSANCE RECEIVER TO YOUR COMPUTER

---



**Don't take the Receiver apart.** The Receiver doesn't require batteries, and it has no controls inside. The Receiver gets the power it needs from your computer.

1. Find the Renaissance Receiver and the USB data cable.
2. Close all programs that are running and turn off your computer.
3. Plug the end of the USB cable that is nearly square into the port on the back of the Receiver **A**.
4. Connect the flat USB connector on the data cable to a USB port on your computer **B**. If you don't know where to find a USB port on your computer, see your computer documentation.



## RECEIVER SETUP

---

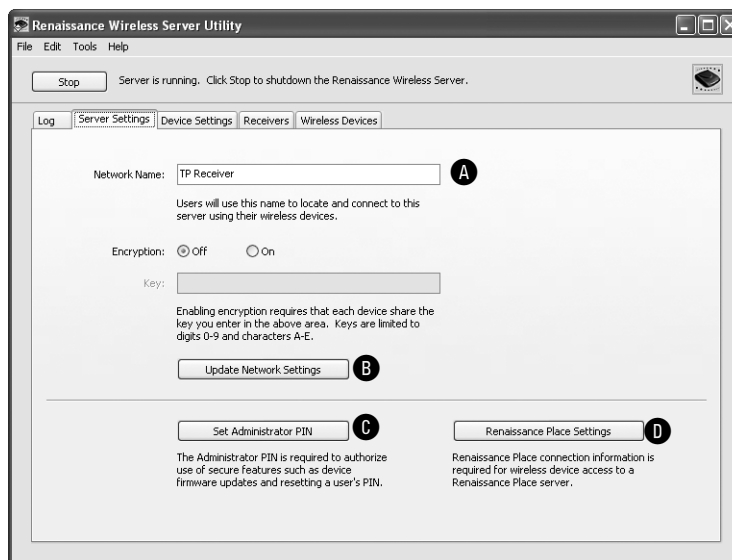
Follow the instructions on the next page to:

- Set a unique Receiver name so that students know they're connecting to the correct Receiver. This is especially important if your school has more than one Renaissance Receiver.
- Change the Administrator Personal Identification Number (PIN), which is required when you start the Renaissance Wireless Server Utility or when you change Responder settings.
- Set the Renaissance Place address so that you can send MathFacts in a Flash Responder data to MathFacts in a Flash RP.



**When students try connecting to a Receiver (or session), all Receivers within range will be listed, and the student must choose a Receiver from the list. To find out which other Receiver names are being used, you can try starting a Responder and selecting **Join Session**, or you can consult with other teachers using Receivers. Use a name your students will recognize, such as Mrs. Smith's Class, Room 410, or Lab 102.**

1. Open the Renaissance Wireless Server Utility:
  - **Windows computers:** Right-click the icon in the lower-right corner of your computer screen and choose **Manage** from the menu. You can also click **Start ▶ Programs ▶ Renaissance Wireless Server ▶ Renaissance Wireless Server Utility**.
  - **Macintosh computers:** In your computer's Applications folder, open the Renaissance Wireless Server folder. Then, double-click **Renaissance Wireless Server Utility**.
2. Type **1234** and click **OK** to log in. (If you've already changed the Administrator PIN, enter the one you have set.) If necessary, click **Start**.
3. Set the Receiver Name:
  - a. Click the **Server Settings** tab.



- b. Enter a new name in the Network Name **A** field. Make sure the name is different from the name of your school's other Receivers.
    - c. Click **Update Network Settings** **B**.
    - d. Click **OK** when the program finishes updating the network settings. Make sure your students know the new server name the next time they use their Responders.
  4. Set a new Administrator PIN:
    - a. Click **Set Administrator PIN** **C**.
    - b. Enter the new PIN (4–8 characters with numbers and/or letters), and enter it again in the second blank field to confirm it.
    - c. Click **OK**.
    - d. Click **OK** again when notified that the PIN was changed.

5. Set the Renaissance Place address (URL) so you can send the MathFacts Responder practice and test history to MathFacts in a Flash RP (see page 12):
  - a. Click the **Renaissance Place Settings** button **D**.
  - b. Enter the Web address for the Renaissance Place server where you use MathFacts in a Flash.
  - c. Click **Verify** to make sure the utility recognizes the address as valid.
  - d. Click **OK**. (The button is available once the address is verified.)
6. Close the utility when you have finished.

## USING THE RESPONDERS

---

### Turning the Responder On

Press and hold **On/Off** **A** at the bottom of the Responder until it is on.





## About the Menu

When you first turn the Responder on, and whenever you press **Menu**, you will go to the main menu for the Responder. The main menu includes these four items:



---

**Pressing the Clear button takes you back one menu if you have selected a menu item.**

---

- **Join Session:** Select this to connect to a session for the 2Know! Toolbar or AccelTest software. For more information, see the instructions for the software you are using.
- **MathFacts in a Flash:** Students select this to complete MathFacts in a Flash practices and tests on Responders. See page 8.
- **MathFacts History:** Select this to view, print, or clear a history of the practices and tests completed on this Responder; see page 10. You can also send the history to MathFacts in a Flash RP; see page 12.
- **Settings:** Select this to view or change settings for this Responder. See page 13.

## Connecting to Renaissance Receivers

Responders need to connect to Receivers when you do the following:

- Choose **Join Session** as you use the Responders with the 2Know! Toolbar or AccelTest software.
- Print the MathFacts in a Flash practice and test history. See page 11.
- Send the MathFacts in a Flash practice and test history to MathFacts in a Flash RP. See page 12.

When you use one of these features, the Responder will do one of the following:

- If you have not connected to a Receiver before, or if that Receiver is not available, the Responder will ask you to choose a Receiver; look for the name you assigned (see page 4) and select that Receiver.
- If you have connected before, but you have shut off the Responder, the Responder may ask if you want to stay connected to the last Receiver you chose (if that Receiver name is still available). Choose **yes** or **no**.
- If you have connected before and you have **not** shut off the Responder, it will use the last Receiver you connected to.

# MATHFACTS IN A FLASH PRACTICE ON RESPONDERS

---

On the Renaissance Responders you received, students can practice their math facts.

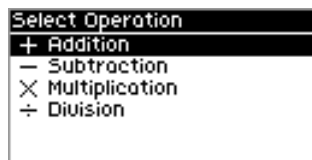
Please note these differences between the work done on MathFacts Responders and work done in MathFacts in a Flash RP:

- Students can practice addition, subtraction, multiplication, and division on Responders. Other levels should be practiced in MathFacts in a Flash RP.
- Work done on Responders is treated like work done in Renaissance Home Connect; students don't master MathFacts levels, but they can practice levels and take tests.
- Changes to your MathFacts in a Flash RP preferences or to the mastery time do not affect MathFacts Responders.
- Problems on MathFacts Responders are always assisted-response.

## Practicing Math Facts Levels

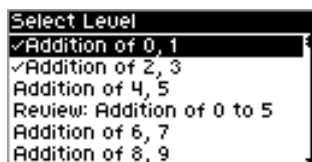
Students follow these steps to practice facts for a MathFacts in a Flash level. Practices include 20–40 problems.

1. From the main menu, use the arrow buttons to highlight **MathFacts in a Flash**. Then, press **Select** or **Enter**.
2. Use the arrow buttons to highlight what you want to practice: addition, subtraction, multiplication, or division. Then, press **Select** or **Enter**.



**Levels that you have already worked on are checked.** If you want to view the practice and test history for one of those levels, highlight it and press ?. You will see the results for the last practice or test. Clearing the history clears the check marks; see page 12.

3. Use the arrow buttons to highlight the level you want to practice; then, press **Select** or **Enter**.



4. **Practice** should be highlighted. Press **Select** or **Enter**.
5. For each problem, press the letter button for the answer that you want to choose; then, press **Select** or **Enter**.

Practice	1 of 20
$1+0=$	<input type="radio"/> A 0 <input type="radio"/> B 1 <input type="radio"/> C 10



**If the student has tested on this level and the test is still in the history, the practice will include any problems the student missed plus questions deemed difficult for the level. You will see the results for the last practice or test.**

If you chose the correct answer, a square will appear around the answer, and then the next problem will appear.

If you choose the wrong answer, an X will appear over the answer you chose; then, a dotted square will appear around the correct answer. When the square disappears, choose the correct answer and press **Select** or **Enter**.

If the time is almost up for a problem, a clock will flash in the black bar at the top of the screen; choose an answer as soon as possible and press **Select** or **Enter**. If time runs out before you answer the problem, the screen will notify you, and the timeout will be treated like an incorrect answer; press **Enter** to continue.

6. After you answer the last question, the screen will show your results, including the number of problems you answered correctly and the total number of problems in the practice session. It will also show the problems you got wrong and their correct answers. Use the arrow buttons to scroll up and down through the results. When you are done, press **Select** or **Enter**.

## Taking a Test on a Level

Students follow these steps to take a test for a MathFacts in a Flash level. Tests always include 40 problems.

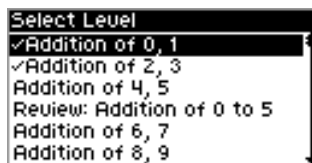
1. From the main menu, use the arrow buttons to highlight **MathFacts in a Flash**. Then, press **Select** or **Enter**.
2. Use the arrow buttons to highlight what you want to test on: addition, subtraction, multiplication, or division. Then, press **Select** or **Enter**.

Select Operation
<b>+ Addition</b>
- Subtraction
× Multiplication
÷ Division



**Levels that you have already worked on are checked.** If you want to view the practice and test history for one of those levels, highlight it and press **?**. Clearing the history clears the check marks; see page 12.

3. Use the arrow buttons to highlight the level you want to test on; then, press **Select** or **Enter**.



4. Use the arrow key to highlight **Test**; then, press **Select** or **Enter**.
5. For each problem, press the letter button for the answer that you want to choose; then, press **Select** or **Enter**.

If the time is almost up for a problem, a clock will flash in the black bar at the top of the screen; choose an answer as soon as possible and press **Select** or **Enter**. If time runs out before you answer the problem, the screen will notify you, and the timeout will be treated like an incorrect answer; press **Enter** to continue.

If you need to go back to the last problem to change your answer, press **Clear**. You can only go back one problem.

6. After you answer the last question, the screen will show your results, including the time you took, the number of problems you answered correctly, and the total number of problems in the test. It will also show the problems you got wrong and their correct answers. Use the arrow buttons to scroll up and down through the results. When you are done, press **Select** or **Enter**.

## Stopping a Practice or Test

Students follow these steps to stop a practice or test that they have started. Stopped practices and tests will not be saved in the practice/test history.

1. Press **Menu**.
2. Press **yes (True)** when the screen asks if you want to exit.

## Using the MathFacts History

Students can view and print a history of the MathFacts in a Flash practices and tests they've done on their Responders. They can also clear their history or send it to Renaissance Place.

## Viewing the MathFacts History

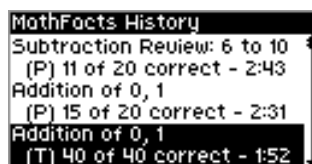
Students follow these steps to view their MathFacts in a Flash practice and test history on this Responder:



*You can also view the history for a specific level that you have practiced while you are choosing a level to work on. Just highlight the level and press ?.*

1. From the main menu, use the arrow buttons to highlight **MathFacts History**. Then, press **Select** or **Enter**.
2. Use the arrow buttons to highlight **View**. Press **Select** or **Enter**.
3. The next screen will list the activities you have completed so far, including the level name, (T) for test or (P) for practice, the number of problems you answered correctly, and the time you took for that practice or test.

Use the arrow keys to scroll up and down through the list. If you want to see more information about an activity, use the arrow keys to highlight it; then, press **Select** or **Enter**.



4. When you select a practice or test, you will see the full results, including how long it took you, the number of problems you answered correctly, and a list of problems you answered incorrectly with the correct answers. Press **Select** or **Enter** when you are done.
5. To leave the MathFacts History, press **Menu**.

## Printing the MathFacts History

Students follow these steps to print their practice and test history on this Responder.

**Note:** If you want the student's ID included in the printed history, you must enter the ID in the Responder Settings. See page 13.

1. From the main menu, use the arrow buttons to highlight **MathFacts History**. Then, press **Select** or **Enter**.
2. Use the arrow buttons to highlight **Print**. Then, press **Select** or **Enter**.
3. If the Responder asks whether to stay connected to a specific Receiver, press **yes** or **no** (Responder) and press **Select** or **Enter**.  
If the Responder shows a list of Receivers, use the arrow keys to highlight the correct Receiver name and press **Select** or **Enter**.
4. The history will be sent to the default printer for the computer that is connected to the Renaissance Receiver. When the history has been sent, the Responder will ask you whether you want to clear (delete) the history. Press **yes** or **no** and then **Select** or **Enter**.

## Sending the MathFacts History to Renaissance Place

Students or teachers follow these steps to send the practice and test history from a Responder to MathFacts in a Flash Renaissance Place. Note that the history is automatically cleared from the Responder when you send it to Renaissance Place.

Before you follow these steps, print the Student Information Report to get the Responder PIN for each student.

The history will be sent to the Renaissance Place address that you set in the Renaissance Wireless Server Utility (see “Receiver Setup” on page 4.). You can see information about Responder practice when you choose to include the practice summary in the Class Progress and Student Record Reports.

1. In Renaissance Place, print the MathFacts in a Flash Student Information Report to get the Responder PIN for each student. Then, give students their PINs. Students will need their PIN to send the history to Renaissance Place.
2. From the main menu, use the arrow buttons to highlight **MathFacts History**. Then, press **Select** or **Enter**.
3. Use the arrow buttons to highlight **Send to Renaissance Place**. Then, press **Select** or **Enter**.
4. The Responder will notify you that all data will be cleared from the history when you send it to Renaissance Place. If you want to continue, press **yes (True)**. Then, press **Select** or **Enter**.
5. If the Responder asks whether to stay connected to a specific Receiver, press **yes** or **no** and press **Enter**.

If the Responder shows a list of Receivers, use the arrow keys to highlight the correct Receiver name and press **Enter**.

6. Enter the 9-digit PIN for the student (as shown in the Student Information Report; see step 1). As you enter the PIN, if you enter an incorrect digit, press **Clear** to erase the last digit you entered. When you have finished entering the PIN, press **Enter**.

The Responder will notify you if the PIN you entered was too short (fewer than 9 digits) or if it is incorrect.

7. The data will be sent to MathFacts in a Flash RP and cleared from the Responder.



---

**If your version of MathFacts in a Flash RP does not support this feature, the Responder will notify you. Press **Enter** after reading this message.**

---

## Clearing the MathFacts History



---

**If students are sharing Responders, clear the history after each session.**

---

Students follow these steps to clear (delete) the MathFacts in a Flash practice and test history from this Responder:

1. From the main menu, use the arrow buttons to highlight **MathFacts History**. Then, press **Select** or **Enter**.



**Levels that students have already worked on will no longer be checked when they select activities after you clear the history.**

2. Use the arrow buttons to highlight **Clear**. Then, press **Select** or **Enter**.
3. The Responder will ask if you are sure that you want to clear the MathFacts History; it will also notify you if the history has not yet been sent to Renaissance Place or printed. **You cannot get the results of your work back once you clear the history.** If you want to clear it anyway, press **yes**; if not, press **no**. Then, press **Select** or **Enter**.

After you clear the history, you'll see the message "MathFacts History Cleared"; then, the Responder will show the menu.

## CHANGING RESPONDER SETTINGS

To change Responder settings or view information, follow these steps:

1. On a Responder, highlight **Settings** in the main menu and press **Select**.
2. Next, use the arrow buttons to highlight the setting you want to change and press **Select**. The table below these steps shows the settings available.
3. Press **Enter** after changing a setting.

Setting	Purpose
About	Shows you information about the Responder, including the firmware version and the Receiver it is connected to. Firmware is the programming that makes the Responder work. Use the arrow buttons to scroll down for more information if necessary.
Contrast	Allows you to increase or decrease the contrast on the screen using the arrow buttons.
Search for Networks	Searches for the Renaissance Receivers that are in range and allows you to highlight and select the one you'd like to connect to.
Enter Student ID	Enter the Student ID that you want to include when you print the MathFacts in a Flash practice/test history.
Security	Enter the encryption key if it is required for the Responder to communicate with the Receiver. If you want to use encryption, contact Renaissance Learning.
Firmware Update	Allows you to change to another firmware version. You can use this to update the firmware to a newer version.

# REPLACING RESPONDER BATTERIES

---

One pair of high-quality AA alkaline batteries should last for the entire school year. When the batteries need replacing, you'll see an empty battery icon and the message *Batteries are Very Low* on the Responder screen. Follow the instructions on the next page to check the battery charge and replace the batteries when it becomes necessary.

## Checking the Battery Charge

1. From the main menu, use the arrow buttons to highlight **Settings**. Then, press **Select**.
2. **About** appears at the top of the list; press **Select**. The battery charge status is shown by the darkness of the battery symbol. If the symbol is completely dark, the batteries are fully charged. If not, the symbol will be 2/3 dark, 1/3 dark, or empty as the battery discharges.

## Installing New Batteries

To replace the two AA alkaline batteries in each Responder, you will need a small (#10) Phillips-head screwdriver.

1. Find the small Phillips-head screw in the battery compartment cover on the back of the Responder **A**. Remove the screw and lift off the cover.





2. Remove the old batteries, then install a new AA size battery in each side of the battery compartment. As you insert the batteries, be sure to place the + and – ends as marked in the compartment.
3. Put the cover back on the Responder. Insert and tighten the screw.



## OTHER TASKS IN THE RENAISSANCE WIRELESS SERVER UTILITY

---

The Renaissance Wireless Server Utility also allows you to do the following:

Tab Name	What You Can Do on That Tab
Log	View a log of Receiver activity.
Receivers	Monitor the status of the Receiver connected to this computer.
Wireless Devices	View information about the Responders that are connected to the Receiver.

# LIMITED WARRANTY

---

Renaissance Learning, Inc. (RLI) warrants each Renaissance Responder and Renaissance Receiver sold by RLI to be free from defect in material and workmanship under normal use and service beginning with the date of delivery to the purchaser. This warranty is subject to the following conditions:

The warranty period is classified as one (1) year and is limited to the replacement or repair during the warranty period and subject to conditions enumerated below, of such product returned intact which shall appear to RLI, upon inspection, to have been defective in material or workmanship. Replacement or repair will be accomplished at the Renaissance Distribution Center. (See address information below.) Such replacement shall be made free of charge if a defect becomes apparent and RLI is notified within the warranty period.

This warranty does not include any taxes which may be due in connection with replacement or repair, nor any installation, transportation, or postage costs to return the unit to RLI. This warranty does not cover repair or replacement because of damage from unreasonable use (damage from road hazards, accident, fire or other casualty, misuse, negligence, incorrect wiring, lightning, etc.) and any use or installation not in conformance with instructions furnished by RLI or repairs or replacement needed because of modifications not authorized or supplied by RLI. This warranty is expressly in lieu of any other warranties, express or implied, including any warranty of merchantability or fitness for particular purpose. Remedies under this warranty are expressly limited to the provision of products as specified above and any claims for loss arising out of the failure of products to perform for any period of time, or special, indirect, or consequential damages or other economic loss are expressly excluded.

Return product to:

Renaissance Learning  
Renaissance Distribution Center  
2610 Industrial Street  
Wisconsin Rapids, WI 54495  
Toll-free phone: (800) 274-0680

**Note:** This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

**FCC Caution:** Any changes or modifications not expressly approved by Renaissance Learning could void the user's authority to operate the equipment.

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

The Renaissance Responder and Renaissance Receiver have been tested to and comply with the following standards:

FCC Rules and Regulations/CFR 47

Receivers and all other Unintentional Radiators

Part 15, subpart B 15.107a & 15.109a

FCC Rules and Regulations/Intentional Radiators

Operational in the 912–928 MHz, 2400–2483.5 MHz, 5725–5875 MHz

And 24.0–24.25 GHz Bands

Part 15, Subpart C, Section 15.249

Low Power License-Exempt Communications Devices

(All Frequency Bands)

Radio Standards Specification

RSS-210, Issue 5

November 2001

Industry Canada "Radio Standards Specification"

RSS-210, Issue 5, November 2001

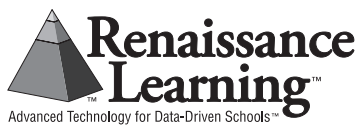
Low Power License-Exempt Radio Communication Devices

(All Frequency Bands) Receivers

R&TTE Directive 1999/5/EC (Transmitter and Receiver)

EN 300 400-2 (emissions and immunity)

EN 301 489-1-17 (emissions and immunity)



2911 Peach Street • Wisconsin Rapids, WI 54494 • (800) 338-4204 • Fax: (877) 280-7642  
Outside the U.S.: 1.715.424.3636 • Email: [answers@renlearn.com](mailto:answers@renlearn.com) • [www.renlearn.com](http://www.renlearn.com)